GAME BOY ADVANCE

AGB-AQHE-USA

RESCUE HEROES™

BILLY BLAZES™

INSTRUCTION BOOKLET

VIVENDI UNIVERSAL games

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

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Introduction

A lightning storm has struck Sky High City, causing fires in many populated areas and damage throughout the region. Take control of Rescue Heroes™ leader and super firefighter Billy Blazes™ who runs, jumps, swings and dodges hazards as he quenches raging fires and rescues stranded victims! Climb up ladders, swing across gaps and knock down barriers, using the best gadget to get the job done.

It's a race against the flames as you lead Billy Blazes™'s efforts to evacuate people with portable helicopter packs and keep the fire from raging out-of-control. Guide Billy Blazes™ as he battles his way up the mountain, using new gadgets and vehicles with each unique challenge.

Obstacles and hazards will block Billy Blazes™'s progress, but he must do all he can. You have the means and determination to help him succeed and make sure that **NO ONE GETS LEFT BEHIND!**

Getting Started

Be sure the Game Boy® Advance POWER switch is OFF. Insert *Rescue Heroes™ Billy Blazes™* Game Pak into the Game Boy® Advance system. Turn the POWER switch ON. When the Rescue Heroes™ title screen appears, press START; this will take you to the Main Menu.

Game Boy® Advance Controls

L Button
Switch between gadgets

R Button
Switch between gadgets

+Control Pad
Use to move around in the game or highlight an option.

A Button
Press to make Billy Blazes™ jump in the game. Also use to confirm your choice in a menu.

START
Press to access the Pause menu while playing a game.

B Button
Press to use the gadget. Also use to go back to a previous menu.

SELECT
Not used

Menu Screens

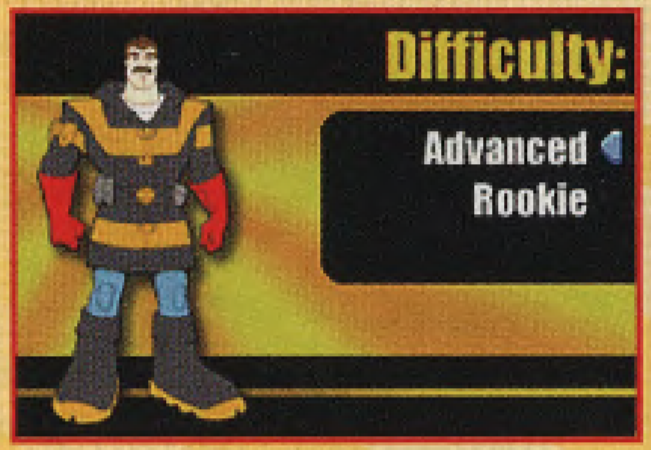
Mode Select

Use the +Control Pad Up or Down arrows to move the cursor until the option you want is chosen. Then press the A Button to confirm your choice.

New Game

Choose this, and after you pick your difficulty level, you'll begin your mission.

Rookie: Game play is easier for beginning players. Billy Blazes™ cannot be hurt by flames and never needs a water refill. He will have all gadgets at all times and the water will also fire at its full strength at all times.



Advanced: This is the ultimate challenge. You need to find the gadgets before you can use them, make sure that Billy Blazes™'s tank is always full, and keep an eye on your Power Meter. It's not easy, but being on the Rescue Heroes™ team is never easy.

Training Mode

This mode lets you get a feel for the game play and how the gadgets work.

Time Trial

Run through a practice course to learn how to play the game and when to use your gadgets.

1 player: Jump, put out fires, and test the gadgets in advanced mode but in a practice setting. Try to complete one of four levels in record time.

2 players: In 2-player alternating mode, the second player must try to beat the time established by the first player. A winner will be declared on a Victory Screen after the level is completed.

Password

Enter a password to continue playing. After you complete each area, you'll be given a password. Write this down so if you have to stop playing, you'll be able to continue from the beginning of the last level you reached.

Pause Menu

Pressing START at any time during a game will bring you to the Pause Menu. Use the +Control Pad Up or Down arrows to highlight one of the choices below. Then press the A Button to make your selection:

Continue – Continue the game you are playing.

Exit – Return to the Main Menu, where you can select a new game to play.

Gauges

Power Meter

Billy Blazes™'s health and ability are measured in nozzles at the top left of the screen. Billy Blazes™ can carry up to five nozzles (found throughout the environment), and the more nozzles he has, the farther his hose will spray water. Watch out, though, because if he runs out of nozzles, he has to begin his mission over again.

Mission Meter

You get up to three tries to complete a level, shown by the Billy Blazes™ icons at the top right of the screen. Each time you run out of nozzles and lose a try, you lose an icon and have to start the mission at the beginning of the level. After three tries, the game is over. You can still use a password to go back to the beginning of the level.

Water Tank

Billy Blazes™ can only hold a limited amount of water in his tank, shown by the gauge next to the nozzles. When the tank starts to run low, you'll have to find a fire hydrant to refill it.

The Rescue Meter

Each blue mark at the bottom of the screen represents a trapped victim. As you rescue people, the blue marks disappear. When the bigger blue indicator flashes, you've found them all and it's time to find the rescue gondola to move on.

Gadgets

Billy Blazes™ has an array of tools and gadgets that he can use to rescue people. Press the L or the R Button to cycle from one gadget to another.

Fire Hose

Billy Blazes™ always starts with a fire hose and a full tank. Pressing and holding the B Button shoots water as far as your nozzles will allow. Remember, you can collect up to five nozzles, and the more nozzles you collect, the more powerful your water stream. Tap the B Button to let the water trickle out more slowly.

Axe

Are boxes or logs in the way? Not a problem if you have the Axe. Press the B Button to chop down the obstacle so you can free trapped people and find gadgets.

Ladder

If you're trying to reach a platform that is too high to jump to, the ladder is what you need. Press the B Button to extend the ladder and Billy Blazes™ will climb it automatically.

Grappling Hook

Sometimes there are gaps too wide for Billy Blazes™ to jump across. This is where the Grappling Hook comes in handy. Use the crosshair to aim toward the wooden post on the other side of the gap, then press the B Button to fire. If you hit the post, you'll be pulled to the other side. The Grappling Hook ONLY works where there is a grappling post to fire at.

Double Axe / Sliding Hook

When Billy Blazes™ comes across an obstacle that his Axe can't break through, his Double Axe is the tool to use. Not only can it break through boxes or logs like the regular Axe, but it can also smash concrete blocks quickly and safely with a simple press of the B Button.

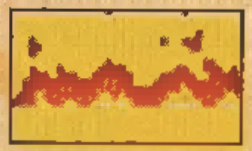
The Double Axe does double duty for Billy Blazes™! The Double Axe also has a Sliding Hook that allows Billy Blazes™ to slide down diagonal guy wires. Just walk or jump off a platform next to a guy wire, and Billy Blazes™'s hook will catch onto it, sending him quickly from building to building.

Levers and Elevators

Some areas have levers and elevators that Billy Blazes™ can use to get a lift to higher ground. All he has to do is use the stream from his hose to activate the elevator and it will rise when he jumps on it.

The Hazards

Being hit by any of these hazards knocks a nozzle off Billy Blazes™'s health meter.



Small Fire

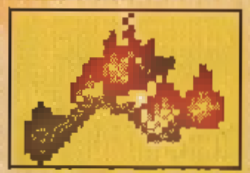
Simply spray small fires with water to put them out.

Medium and Large Fires

Spray larger fires with water until they're out, or they will flame right back up!

Ceiling Fires

With the ceiling material on fire, your hose isn't going to do any good. Just avoid the flames which drop from above.



Fiery Branches

As you approach the branches, they will fall. If you're quick, you can avoid getting hit.

Flaming Carts and Tires

Spray flaming carts and tires with water until they collapse or avoid them until they hit something and fall apart.

Rolling Hazards

Watch out for rolling hazards, because they're big, hard to avoid, and might bounce back and hit you again.

Blue Fire

If you miss or you don't put the blue fire entirely out, it may come after you.

Fireballs

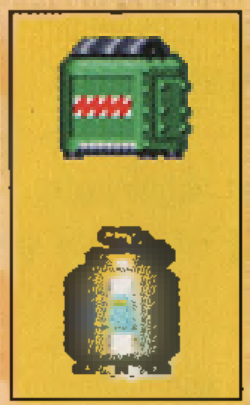
Fireballs shoot up into the air from the ground at regular intervals. You'll need to time it right to get past them. You can put one out with water, but another will be right behind it soon.

Pillars of Flame

These shoot up or from the side at regular intervals. The only thing you can do to get past it is to wait until one goes down. Water does not affect pillars of flame.

Floating Embers and Chimneys

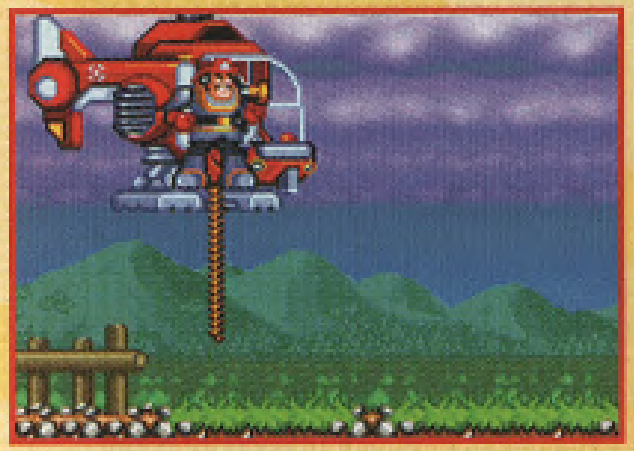
Chimneys shoot out embers that float from the sky and disappear when they hit the ground. They may be slow, but they move around with the air currents, making them tough to hit or avoid, and they pack the same wallop as any other hazard. Chimneys keep shooting out the hazards until you soak the chimney down, causing it to break apart from the stress.



Generators and Gas Tanks

Be careful where you spray your water because Electrical Generators don't do well when soaked. If you accidentally get one wet, it will spark and shoot out flames, which can harm Billy Blazes™. In addition, there are often gas tanks near generators; if you shoot a generator, the flames will ignite the tanks, causing a big explosion.

Game Overview



Billy Blazes™ is handling this mission solo. He's going to need to work extra hard to put out the fires and rescue the citizens of Sky High City, so he'll need your help.

Your goal is to move Billy Blazes™ through the city and the surrounding area so he can save people and make sure that NOBODY GETS LEFT BEHIND. Gadgets and tools have been placed in areas where you can get them, but the fire can't. When you find a gadget, it is yours to keep until the end of the level. More will be placed in following levels as needed.

If you're hit by a hazard, you'll lose a nozzle. If you get hit when you have no more nozzles, you'll have to start the level over again. You will keep all the gadgets you found in the level, and all the rescued people will still be rescued. If you get knocked down with no nozzles or Billy Blazes™ icons left, you'll have start all over.

In the Vehicle Missions, put out the fires and avoid obstacles as you steer your vehicle into the tokens to earn extra nozzles for your next level.

Rescue in the Valley

There are people to save in the trees and fields. The farmhouse and the animal sanctuary in the old-growth forest need to be protected. You'll need your hose, your axe, and the Quick Response Helicopter.

Level 1: Animal Sanctuary

The old animal sanctuary is on fire. Thankfully, the animals have been evacuated, but some of the staff is stranded in the area. You'll learn the basics of putting out fires and rescuing people.

Helicopter Run 1

Pilot the helicopter and drop water on the treetop flames to protect the farmhouse. Be careful of the fires you don't put out. If you hit them, you'll temporarily lose control of the copter and may miss some tokens!

Level 2: Farmhouse

Rush through the woods to rescue people. You'll learn how to chop down obstacles with your axe. After you climb high into the trees, work your way into the farmhouse to rescue trapped farmhands.

Helicopter Run 2

Moving faster, you'll pilot the helicopter and drop water on the treetop flames to protect the animal sanctuary. This time, the flames are smaller and harder to hit.

Mountainside Peril

Save campers, hikers and motorists trapped on the mountain as flames cut off escape routes from above and below. Rip across the mountainside on the ATV. Deploy the grappling hook to get access to cabin tops, high trees, and bluffs.

Level 3: Campground

Save hikers and douse burning vehicles.
Learn how to use the Grappling Hook.

ATV Firefight 1

Douse flames in the tree canopy above on the ATV.

Level 4: Canyon Crossing

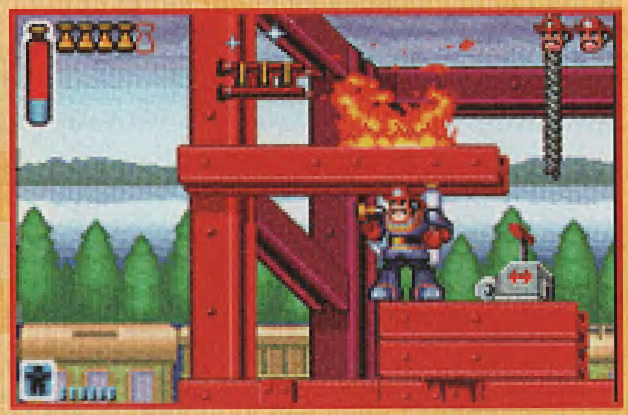
Access collapsed bridges and carry out other rescues by making the most of the Grappling Hook in more advanced settings.

ATV Firefight 2

Once more you're riding the Dirt Bike, but now at higher speeds. Aiming the water will be tricky while motoring over natural ramps in the terrain.

Village Street Danger

Stranded residents are in desperate need of help. Since you will be going high up the buildings with Billy Blazes™, you'll need to find the Portable Ladder. You'll also be driving through city streets, putting out fires with the Fire Engine.

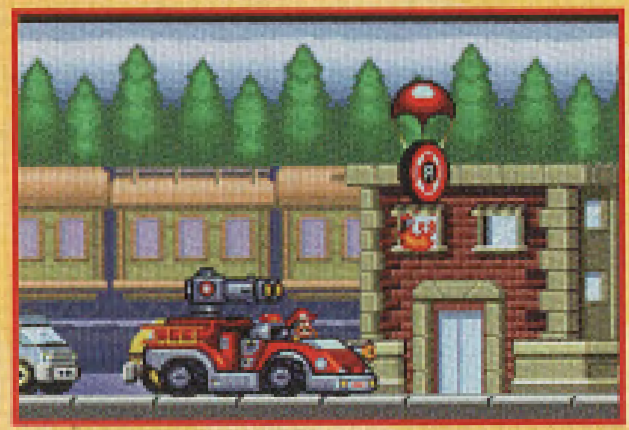


Level 5: Sky High Village

Save villagers by using the Portable Ladder to get access to rooftops and construction sites.

Fire Engine 1

Protect the zoo by dousing the flames with the Fire Engine. Spray the tokens with water to make them drop down onto your vehicle.

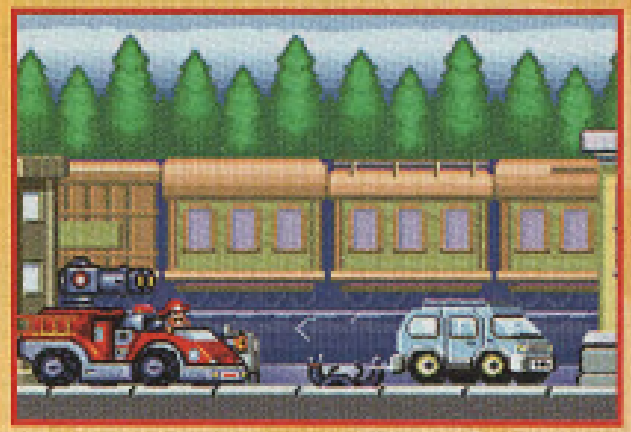


Level 6: High Rise

In Advanced Mode this level is different because of the fire that is consuming the building from the bottom up. As you race to the top, rescue people in two buildings, making quick use of the Axe, Grappling Hook, and Portable Ladder before the fire catches up to you. The flames are fast approaching and there's no way to put out this fire. There will be little time to look back, so you'll need to think fast so you don't miss anyone. There is no consuming fire in Rookie Mode.

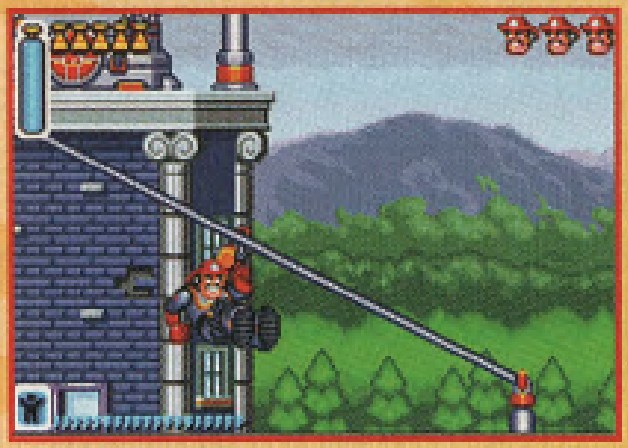
Fire Engine 2

Protect the Fireworks Factory by again taking control of the Fire Truck, now in a faster-moving stage. You'll also have smoldering obstacles in front of you, so make sure to soak them with the front water cannon to keep control of your vehicle.



City Hall and Statue of Justice!

The final stage involves the use of all the gadgets. The Double Axe is added to the Inventory. People are trapped and key village buildings are endangered.

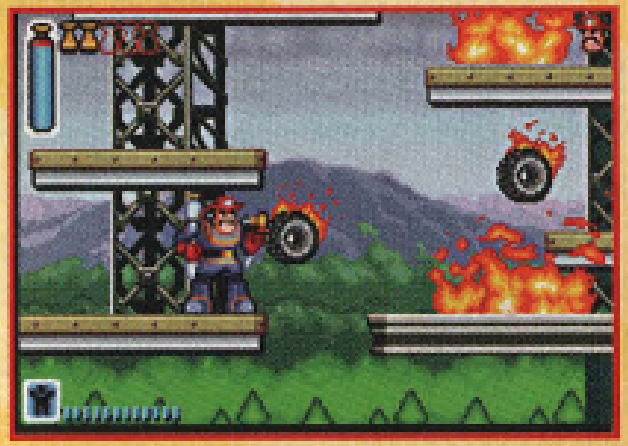


Level 7: City Hall

Protect the city and its historic monuments like the Museum, Library and Town Hall. Find the Double Axe, and make use of the Cables for sliding.

Hovercraft

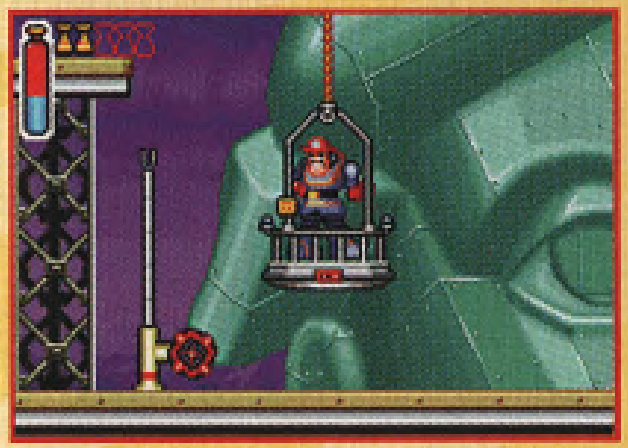
Pilot the Hovercraft over the surface of the lake, shooting water into the burning treetops.



Level 8: Statue of Justice

From City Hall, scale the scaffolding covering the newly erected statue of Lady Justice. Keep an eye out behind the scaffolding to make sure you don't miss anyone.

The Final Fire Fight



From the top of the statue, battle the forces of nature! Workers couldn't get the lightning rod on top of the statue before the storm, so Billy Blazes™ must use his hose to turn the wheel and extend the rod. He must cross back and forth, putting out fires the lightning is starting, until the rod is fully up. Once it's up, the battle ends and electricity strikes the rod, diverting the storm and returning electricity to the city.

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